LAZERSILK

by ERIC KNOPP
13/16 Sector 48K Apple II

ILLUSTRATION BY FRANK CARSON   ART DIRECTION BY CHITRA SOTOODEH
Assembly language 48K
Program designed and written by Eric Knopp
Requires an Apple II or II+ with disk drive and either 13 or 16 sector controller.

LAZER SILK

As "SPYDER", your territory is under attack and you must defend your web from annoying bugs and deadly insects. To protect your web from being torn apart and leaving you stranded, you must bundle (capture) the bugs as soon as they fly into your web and land. To do this, you must get close enough to touch them. But beware . . . some of your enemies will not allow themselves to be bundled and they will resort to using their own menacing tactics to destroy you. You must use your own deadly weapon, LAZER SILK, to shoot them as they bombard you. As you collect your bundles, always be on the lookout for scavengers. These ants and beetles will steal the bundles you fought so hard for. Quick action is needed — bundle these tiny creatures before they rob you of your cargo and leave holes in your web! Watch out for another attacking menace, the quick and unexpected Electrode, who will dart at you out of nowhere and throw you off guard, but, worst of all is the deadly Attack Spider!

OBJECTS:

SPYDER = Spider

XENAR = Mystery Bug

SPY FLY = Med Fly

BULL WEEVEL = Beetle

WIDOW MAKER = Attack Spider

MARCHER = Ant

SKEETER = Mosquito

BUZZER = Bee

ELECTRODE = Glow Bug

MOTHRA = Moth

CONTROLS:

ESC = pause, press again to continue

Control C = to redefine keyboard controls

Control R = to restart game

Control S = to toggle sound back and forth between the Apple speaker and the cassette output port

MOVEMENT:

⟵ , ⟶ = left, right   **A** = up   **Z** = down

(If a joystick is used, then either button #0 or #1 is used for firing.)

POINTS:

The value of each successful attack from the highest to lowest is:

bundling   shooting   preventing holes in your web

After the first completed round, you will receive a starting bonus depending on the level number you had chosen. In addition, after every completed round you will receive bonus points for bundles in your web and you will lose bonus points for holes in your web.